

Claim listing

1. (previously presented) A multiplayer gaming system facilitating a number of participating players to play a multiplayer game, each participating player associated with a player station, each player station being usable by a respective participating player to play a separate instance of a same single-player game having a plurality of possible results, the player station enabling the participating player to place a wager on an outcome of the multiplayer game; comprising:
a gaming server and an administration facility communicable with each one of the plurality of player stations, wherein the gaming server is operable to group the plurality of player stations into a single instance of a multi-player game in which each player plays an instance of the single player game, and wherein the administration facility is operable to determine an outcome of the multiplayer game as a function of the combined results of the separate instances of the single-player game played at the plurality of player stations, the outcome of the multiplayer game being either a favourable outcome if at least one participating player is determined by the administration facility as being a winner of the multiplayer game, or an unfavourable outcome in which none of the participating players is determined as being a winner.
2. (previously presented) A multiplayer gaming system as claimed in claim 1, wherein a single turn of the multiplayer game comprises at least one turn of the single-player game in each separate instance of the single-player game played at a player station in use by a participating player.
3. (previously presented) A multiplayer gaming system as claimed in claim 2, wherein the administration facility determines an outcome of the turn of the multiplayer game only after completion of the at least one turn of the single-

player game in each separate instance of the single-player game for each participating player, respectively.

4. (previously presented) A multiplayer gaming system as claimed in claim 1, wherein the administration facility awards a prize to the at least one winning player when the outcome of the turn of the multiplayer game is a favourable outcome.
5. (previously presented) A multiplayer gaming system as claimed in claim 4, wherein the administration facility accumulates, in each separate turn of the multiplayer game, all wagers by the participating players in an accumulation account.
6. (previously presented) A multiplayer gaming system as claimed in claim 5, wherein the administration facility establishes a prize pool whose contents are a function of the outcomes of the separate instances of the single-player game played at the plurality of player stations.
7. (previously presented) A multiplayer gaming system as claimed in claim 6, wherein the prize awarded to the at least one winning player is one of the contents of the accumulation account, the contents of the accumulation account less a service fee retained by an operator of the multiplayer gaming system, and the contents of the prize pool, the contents of the accumulation account being retained by the operator of the gaming system to fund the prize pool.
8. (previously presented) A multiplayer gaming system as claimed in claim 7, wherein the contents of either one of the accumulation account and the prize pool are shared when the accumulation facility determines a plurality of winners in the turn of the multiplayer game.

9. (previously presented) A multiplayer gaming system as claimed in claim 1, wherein any instance of the single-player game has a plurality of potential successful results, the plurality of successful results capable of being in ranked order, from least successful to most successful.
10. (previously presented) A multiplayer gaming system as claimed in claim 9, wherein the administration facility determines the at least one winner of a turn of the multiplayer game to be a participating player who obtains a highest-ranking successful result in a corresponding turn of a respective instance of the single-player game.
11. (previously presented) A multiplayer gaming system as claimed in claim 10, wherein the administration facility determines the outcome of the turn of the multiplayer game to be a tie when two or more participating players obtain a same highest-ranking successful result of the corresponding turn of their respective instances of the single-player game or when none of the participating players obtain a successful result of the corresponding turn of their respective instances of the single-player game.
12. (currently amended) A multiplayer gaming system as claimed in claim 11, wherein ~~wherein~~ the administration facility accumulates, in each separate turn of the multiplayer game, all wagers by the participating players in an accumulation account, and wherein the administration facility determines the tie as an unfavourable outcome of the turn of the multiplayer game and carries over the contents of the accumulation account to a next turn of the multiplayer game.
13. (previously presented) A multiplayer gaming system as claimed in claim 11, wherein the administration facility accumulates, in each separate turn of the multiplayer game, all wagers by the participating players in an accumulation account, and wherein the administration facility determines the tie as a favourable

outcome of the turn of the multiplayer game and causes the contents of the accumulation account to be shared between the tied players.

14. (previously presented) A multiplayer gaming system as claimed in claim 12, wherein the administration facility augments the contents of the accumulation account with player wagers from the next turn of the multiplayer game in the event of a carry over.
15. (previously presented) A multiplayer gaming system as claimed in claim 12, wherein the administration facility carries over the contents of the accumulation account to a next turn of the multiplayer game for a maximum of five consecutive ties.
16. (previously presented) A multiplayer gaming system as claimed in claim 15, wherein the administration facility automatically determines the outcome of a turn of the multiplayer game to be a favourable outcome upon the occurrence of a sixth consecutive tie.
17. (previously presented) A multiplayer gaming system as claimed in claim 1, wherein each player station displays the progress of each instance of the single-player game played by a participating player.
18. (previously presented) A multiplayer gaming system as claimed in claim 2, wherein the at least one turn of the single-player game in each separate instance of the single-player game comprising a single turn of the multiplayer game are played either sequentially or simultaneously.
19. (previously presented) A multiplayer gaming system as claimed in claim 5, wherein each successful result of an instance of the single-player game is associated with a corresponding prize that is independent of the contents of the accumulation account.

20. (previously presented) A multiplayer gaming system as claimed in claim 1, wherein any instance of the single-player game has a plurality of potential successful results, the plurality of successful results capable of being in ranked order, from least successful to most successful, and wherein the administration facility awards a prize to each participating player in the multiplayer game when a highest-ranking successful result occurs in a turn of an instance of the single-player game of any participating player.
21. (previously presented) A multiplayer gaming system as claimed in claim 1, wherein any instance of the single-player game has a plurality of potential successful results, the plurality of successful results capable of being in ranked order, from least successful to most successful, and wherein the administration facility awards a prize to each participating player in the multiplayer game when any one of three highest-ranking successful results occurs in a turn of an instance of the single-player game of any participating player.
22. (previously presented) A multiplayer gaming system as claimed in claim 21 wherein the administration facility accumulates, in each separate turn of the multiplayer game, all wagers by the participating players in an accumulation account, and wherein the prizes awarded by the administration facility are independent of the contents of the accumulation account.
23. (previously presented) A multiplayer gaming system as claimed in claim 1, wherein the single-player game has a bonus result, the occurrence of the bonus result in any instance of the single-player game enabling any one of:
- (i) participation by the participating player in whose instance of the single-player game the bonus result occurred, in the next turn of the multiplayer game without requiring a wager,
 - (ii) payment by the operator of the multiplayer gaming system of a wager on behalf of the participating player in whose instance of the single player game the

bonus result occurred, on the next turn of the multiplayer game, and
(iii) an award of a monetary prize by the operator of the multiplayer gaming system to the participating player in whose instance of the single-player game the bonus result occurred.

24. (previously presented) A multiplayer gaming system as claimed in claim 1, wherein a single turn of the multiplayer game comprises a plurality of turns of the single-player game in each separate instance of the single-player game played at a player station in use by a participating player.
25. (previously presented) A multiplayer gaming system as claimed in claim 24, wherein each successful result of the single-player game has an associated points value.
26. (previously presented) A multiplayer gaming system as claimed in claim 25, wherein the administration facility accumulates, for each participating player, points associated with any successful result occurring in that player's plurality of turns in that player's instance of the single-player game.
27. (previously presented) A multiplayer gaming system as claimed in claim 26, wherein the administration facility determines the winner of the turn of the multiplayer game to be the participating player or participating players with the greatest accumulated point value.
28. (previously presented) A multiplayer gaming system as claimed in claim 27, wherein the administration facility accumulates, in each separate turn of the multiplayer game, all wagers by the participating players in an accumulation account, and wherein the administration facility awards the winner of the turn of the multiplayer game the contents of the accumulation account or the contents of the accumulation account less a service fee retained by the operator of the multiplayer gaming system.

29. (previously presented) A multiplayer gaming system as claimed in claim 24, wherein the administration facility requires each participating player to decide, prior to commencement of each of the plurality of turns in the single-player game, except the first, whether to continue with the multiplayer game by increasing that player's wager, or to withdraw from the turn of the multiplayer game.
30. (previously presented) A multiplayer gaming system as claimed in claim 29, wherein the administration facility accumulates in an accumulation account the cumulative wagers of all participating players.
31. (currently amended) A multiplayer gaming system as claimed in claim 30, wherein ~~in which~~ the administration facility retains in the accumulation account the cumulative wagers of any player who withdraws from the turn of the multiplayer game.
32. (previously presented) A multiplayer gaming system as claimed in claim 1, wherein the single-player game is any one of video slots, video poker, or roulette.
33. (original) A method of operation of a multiplayer gaming system, comprising the steps of:
- enabling each one of a plurality of players to participate in a multiplayer game by playing a separate instance of a same single-player game having a plurality of possible results;
 - enabling each participating player to place a wager on an outcome of the multiplayer game; and
 - determining an outcome of the multiplayer game as a function of the combined results of the separate instances of the single-player game, the outcome of the multiplayer game being either a favourable outcome if at least one participating player is determined as being a winner of the multiplayer game, or

an unfavourable outcome in which none of the participating players is determined as being a winner.

34. (previously presented) A method as claimed in claim 33, wherein a single turn of the multiplayer game comprises at least one turn of the single-player game in each separate instance of the single-player game played by each participating player.
35. (previously presented) A method as claimed in claim 34, wherein an outcome of a turn of the multiplayer game is determined only after completion of the at least one turn of the single-player game in each separate instance of the single-player game for each participating player, respectively.
36. (previously presented) A method as claimed in claim 33, wherein a prize is awarded to the at least one winning player when the outcome of the turn of the multiplayer game is a favourable outcome.
37. (previously presented) A method as claimed in claim 33, further comprising the step of accumulating, in each separate turn of the multiplayer game, all wagers by the participating players in an accumulation account.
38. (previously presented) A method as claimed in claim 37, wherein a prize pool is established in which the contents are a function of the outcomes of the separate instances of the single-player game.
39. (previously presented) A method as claimed in claim 38, wherein the prize awarded to the at least one winning player is one of (a) the contents of the accumulation account, (b) the contents of the accumulation account less a service fee retained by an operator of the multiplayer gaming system, or (c) the contents of a prize pool, the contents of the accumulation account being retained by the operator of the gaming system to fund the prize pool.

40. (previously presented) A method as claimed in claim 38, wherein the contents of either one of the accumulation account and the prize pool are shared between a plurality of winners when the accumulation facility determines a plurality of winners in the turn of the multiplayer game.
41. (previously presented) A method as claimed in claim 33, wherein any instance of the single-player game has a plurality of potential successful results, the plurality of successful results capable of being ranked in order, from least successful to most successful.
42. (previously presented) A method as claimed in claim 41, wherein the at least one winner of a turn of the multiplayer game is determined to be a participating player who obtains a highest-ranking successful result in a corresponding turn of a respective instance of the single-player game.
43. (previously presented) A method as claimed in claim 41, wherein the outcome of the turn of the multiplayer game is determined to be a tie when two or more participating players obtain a same highest-ranking successful result of the corresponding turn of their respective instances of the single-player game, or when none of the participating players obtains a successful result of the corresponding turn of their respective instances of the single-player game.
44. (previously presented) A method as claimed in claim 43, further comprising the step of accumulating, in each separate turn of the multiplayer game, all wagers by the participating players in an accumulation account and wherein the tie is determined as an unfavourable outcome of the turn of the multiplayer game and the contents of the accumulation account are carried over to a next turn of the multiplayer game.
45. (previously presented) A method as claimed in claim 43 further comprising the step of accumulating, in each separate turn of the multiplayer game, all wagers by

the participating players in an accumulation account and wherein the tie is determined as a favourable outcome of the turn of the multiplayer game and the contents of the accumulation account are shared between the tied players.

46. (previously presented) A method as claimed in claim 44, wherein the contents of the accumulation account are augmented with player wagers from the next turn of the multiplayer game in the event of a carry over.
47. (previously presented) A method as claimed in claim 46, wherein the contents of the accumulation account are carried over to a next turn of the multiplayer game for a maximum of five consecutive ties.
48. (previously presented) A method as claimed in claim 47, wherein the outcome of a turn of the multiplayer game is automatically determined as a favourable outcome upon the occurrence of a sixth consecutive tie.
49. (previously presented) A method as claimed in claim 33, wherein the progress of each instance of the single-player game played by all the participating players is displayed to each participating player.
50. (previously presented) A method as claimed in claim 34, wherein the at least one turn of the single-player game in each separate instance of the single-player game comprising a single turn of the multiplayer game are played either sequentially or simultaneously.
51. (previously presented) A method as claimed in claim 37, further comprising the step of accumulating, in each separate turn of the multiplayer game, all wagers by the participating players in an accumulation account and wherein each successful result of an instance of the single-player game is associated with a corresponding prize that is independent of the contents of the accumulation account.

52. (previously presented) A method as claimed in claim 51, wherein a prize is awarded to each participating player in the multiplayer game when a highest ranking successful result occurs in a turn of an instance of the single-player game of any participating player.
53. (previously presented) A method as claimed in claim 51, wherein any instance of the single-player game has a plurality of potential successful results, the plurality of successful results capable of being in ranked order, from least successful to most successful, and wherein a prize is awarded to each participating player in the multiplayer game when any one of three highest-ranking successful results occurs in a turn of an instance of the single-player game of any participating player.
54. (previously presented) A method as claimed in claim 53, wherein the prizes are awarded independently of the contents of the accumulation account.
55. (previously presented) A method as claimed in claim 53, wherein the single-player game has a bonus result, the occurrence of the bonus result in any instance of the single-player game enabling any one of:
- (i) participation by the participating player in whose instance of the single-player game the bonus result occurred, in the next turn of the multiplayer game without requiring a wager,
 - (ii) payment by the operator of the multiplayer gaming system of a wager on behalf of the participating player in whose instance of the single player game the bonus result occurred, on the next turn of the multiplayer game, and
 - (iii) an award of a monetary prize by the operator of the multiplayer gaming system to the participating player in whose instance of the single-player game the bonus result occurred.
56. (previously presented) A method as claimed in claim 33, wherein a single turn of the multiplayer game comprises a plurality of turns of the single-player game in

each separate instance of the single-player game played by each participating player.

57. (previously presented) A method as claimed in claim 56, wherein a point value is associated with each successful result of the single-player game.
58. (previously presented) A method as claimed in claim 57, wherein points associated with any successful result occurring in that player's plurality of turns in that player's instance of the single-player game are accumulated, for each participating player.
59. (previously presented) A method as claimed in claim 58, wherein the winner of the turn of the multiplayer game is determined to be the participating player, or participating players, with the greatest accumulated point value.
60. (previously presented) A method as claimed in claim 59, further comprising the step of accumulating, in each separate turn of the multiplayer game, all wagers by the participating players in an accumulation account and wherein the winner of the turn of the multiplayer game is awarded the contents of the accumulation account or the contents of the accumulation account less the service fee retained by the operator of the multiplayer gaming system.
61. (previously presented) A method as claimed in claim 56, wherein each participating player is required to decide, prior to commencement of each of the plurality of turns in the single-player game, except the first, whether to continue with the multiplayer game by increasing that player's wager, or to withdraw from the turn of the multiplayer game.
62. (previously presented) A method as claimed in claim 61 further comprising the step of accumulating, in each separate turn of the multiplayer game, all wagers by the participating players in an accumulation account and wherein the cumulative

wagers of all participating players and the cumulative wagers of any player who withdraws from the turn of the multiplayer game are accumulated in the accumulation account.